AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

Listing of Claims

1.   (Currently Amended) A game system ~~arranging~~ in which an object is arranged in a virtual three-dimensional space, comprising: ~~and displaying a visual field image on a game screen viewing said object from a predetermined view point position; the game system characterized by~~

a display device for displaying a game screen;

an input device for outputting signals according to operations by a player; and

~~arranging a plurality of view point position in said virtual three-dimensional space, selectively switching the view point position in accordance with a state of said object, and~~

a game control device for executing a game according to a predetermined program while checking the output of the input device and displaying ~~the~~ a visual field image including said object on the game screen ~~viewing said object from view point positions moving from one position to another when the view point position is switched~~ through the display device, the visual field image being viewed from a predetermined view point position in the virtual three-dimensional space,

wherein the game control device comprises:

a position determining device for determining a view point position between a first view point position which is a back and slightly inclined position toward a moving direction of said object to view an observation position set forward said object, and a second view point position from which the observation point is viewed in a fixed direction regardless of the movement of said object in accordance with a state of said object; and

a switch control device for switching between the first view point position and the second view point position, the switch control device being arranged to move between the first and second view point positions on a line between them

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when they are switched, and while switching between the first and second view point positions, displaying the view field image from moving view point positions on the line between the first and second view point positions.

2.   (Withdrawn)   A game system displaying an image on the game screen captured by a virtual camera from a predetermined view point position to an object moving in a virtual three-dimensional space in accordance with a player's operation, wherein the game system ~~characterized by comprising~~ comprises:

a view point position setting device for setting a first view point position from which a predetermined observation point is viewed while following a movement of an operation object, and a second view point position from which said operation object is viewed in a predetermined fixed direction; and

a virtual camera setting device for arranging said virtual camera by switching alternatively said first view point position to said second view point position corresponding to a state of said operation object and for moving said virtual camera along a virtual line connecting said first view point position with said second view point position while keeping a state of capturing said operation object when the view point position is switched.

3.   (Withdrawn)   A game system displaying an image on a game screen captured from a predetermined view point position with a virtual camera wherein a first object operated by a player and a second object having a relation with the first object move in a virtual three-dimensional space;

the game system ~~being characterized by~~ comprising:

a view point position setting device for setting a first view point position to view a predetermined observation point following said moving first object and for setting a second view point position viewed based on an observation point settled between both objects when said first object has a relation to said second object;

a distance judging device for judging a distance between said first object and said second object; and

a virtual camera setting device for arranging said virtual camera by switching said first view point position alternatively to said second view point position corresponding to a judgement result by said distance judging device.

4.   (Withdrawn)   A game system according to claim 3, ~~characterized in that~~ wherein said virtual camera setting device moves said virtual camera along a virtual line connecting said first view point position with said second view point position while keeping the state in which said first object and said second object are captured during the view point position is switched.

5.   (Withdrawn)   A game system according to claim 4, ~~characterized in that~~ wherein said virtual camera setting device adjusts a moving speed when said virtual camera is moved along said virtual line in accordance with a distance judged by said distance judging device.

6.   (Withdrawn)   A game system according to claim 3 , ~~characterized in that~~ wherein said virtual camera setting device arranges a position of said virtual camera so that the position is switched to said first view point position when a distance judged by said distance judging device is smaller than a predetermined settled value, and the position is switched to said second view point position when said distance is within a predetermined settled value.

7.   (Withdrawn)   A game system according to claim 3, ~~characterized in that~~ wherein said view point position setting device adjusts a distance between said second view point position and said observation point so that the distance is within a distance judged by said distance judging device.

8.   (Currently Amended) A computer readable recording medium characterized by recording a program for allowing a computer, included in a game system arranging in which an object is arranged in a virtual game three-dimensional space, to function as the following:

a display device for and displaying a visual field image on a game screen;

an input device for outputting signals according to operations by a player; and

a game control device for executing a game according to the program while checking the output of the input device and displaying a visual field image including said object on the game screen through the display device, the visual field image being viewed viewing an object from a predetermined view point position in the virtual three-dimensional space, to function so as to switch the view point position selectively in accordance with a state of said object by setting a plurality of view point position in said virtual three-dimensional space, and to display said visual field image on the game screen viewing said object from view point positions moving from one position to another when the view point position is switched

wherein the game control device comprises:

a position determining device for determining one view point position between a first view point position which is a back and slightly inclined position toward a moving direction of said object to view an observation point set forward said object, and a second view point position from which the observation point is viewed in a fixed direction regardless of the movement of said object in accordance with a state of said object; and

a switch control device for switching between the first view point position and the second view point position, the switch control device being arranged to move between the first and second view point positions on a line between them when they are switched, and while switching between the first and second view point positions, displaying the view field image from moving view point positions on the line between the first and second view point positions.

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9.   (Withdrawn)   A computer readable storage medium ~~characterized by recording~~ including a program for allowing a computer constituting a game system, the game system displaying a picture captured by a virtual camera from a predetermined view point position to an object moving in accordance with a player's operation in a virtual three-dimensional space, to function as:

a view point position setting device for setting a first view point position to view a predetermined observation point following a movement of an operation object and a second view point position to fixedly view said operation object in a predetermined direction; and

a virtual camera setting device for arranging said virtual camera by switching said first view point position alternatively to said second view point position corresponding to a state of said operation object, and for moving said virtual camera along a virtual line connecting said first view point position to said second view point position while keeping a state of capturing said operation object when the view point position is switched.

10.   (Withdrawn)   A computer readable storage medium ~~characterized by recording~~ including a program for allowing a computer constituting a game system, the game system displaying an image on a game screen captured from a predetermined view point position with a virtual camera wherein a first object operated by a player and a second object having a relation with the first object move in a virtual three-dimensional space, to function as:

a view point position setting device for setting a first view point position to view a predetermined observation point following said moving first object and for setting a second view point position viewed based on an observation point settled between both characters when said first object has a relation to said second object;

a distance judging device for judging a distance between said first object and said second object; and

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a virtual camera setting device for arranging said virtual camera by switching said first view point position alternatively to said second view point position corresponding to a judgement result by said distance judging device.

11.   (Withdrawn)   A computer readable storage medium according to claim 10, recording a game program, ~~characterized by that~~ wherein said virtual camera setting device moves said virtual camera along a virtual line connecting said first view point position to said second view point position while keeping a state in which said first object and said second object are captured when the view point position is switched.

12.   (Withdrawn)   A computer readable storage medium according to claim 11, recording a game program, ~~characterized by that~~ wherein said virtual camera setting device adjusts a moving speed of said virtual camera when the camera moves along said virtual line in accordance with a distance judged by said distance judging device.

13.   (Withdrawn)   A computer readable storage medium according to claim 10, recording a game program, ~~characterized by that~~ wherein said virtual camera setting device arranges said virtual camera at said first view point position when a distance judged by said distance judgement device is larger than a predetermined settled value and at said second view point position when said distance is within a predetermined settled value.

14.   (Withdrawn)   A computer readable storage medium according to claim 10, recording a game program, ~~characterized by that~~ wherein said view point position setting device adjusts a distance between said second view point position and said observation point so that said first object and said second object are arranged within a capture range.

15.   (Currently Amended) An image displaying method ~~arranging~~ for a game system in which an object is arranged in a virtual three-dimensional space, the game system including a display device for displaying a game screen, an input device for outputting signals according to operations by a player, and a game control device for executing a game according to the program while checking the output of the input device and displaying a visual field image ~~on a game screen viewing said object from a predetermined view point position, characterized by that a plurality of view point position are set in said virtual three-dimensional space, the view point position is selectively switched in accordance with a state of said object, and a visual field image viewing said object from view point positions moving from one position to another on the screen~~ including said object on the game screen through the display device, the visual field image being viewed from a predetermined view point position in the virtual three-dimensional space, the method comprising the steps of:

determining one view point position between a first view point position which is a back and slightly inclined position toward a moving direction of said object to view an observation position set forward said object, and a second view point position from which an observation point set at a predetermined position is viewed regardless of the movement of said object in accordance with a state of said object; and

switching between the first view point position and the second view point position by moving between the first and second view point positions on a line between them and while switching between the first and second view point positions, displaying the view field image from moving view point positions on the line between the first and second view point positions.

16.   (Withdrawn)   An image displaying method displaying a visual field image viewed from a predetermined view point position by a virtual camera toward

an object moving in accordance with a player's operation in a virtual three-dimensional space, ~~characterized by~~ comprising;

a view point position setting device for setting a first view point position for viewing a predetermined observation point by following a movement of an operation object, and a second view point position for fixedly viewing said operation object in a predetermined direction; and

a virtual camera setting device for arranging said virtual camera by alternatively switching said first view point position to said second view point position in accordance with a state of said operation object, and moving said virtual camera along a line connecting said first view point position with said second view point position while keeping a state of capturing said operation object when the view point position is switched.

17.   (Withdrawn)   An image displaying method displaying an image on a game screen captured from a predetermined view point position with a virtual camera wherein a first object operated by a player and a second object having a relation with the first object move in a virtual three-dimensional space, ~~characterized by~~ comprising;

a view point position setting device for setting a first view point position to view a predetermined observation point following said moving first object and for setting a second view point position viewed based on a observation point settled between both objects when said first object has a relation to said second object,

a distance judging device for judging a distance between said first object and said second object,

a virtual camera setting device for arranging said virtual camera by switching said first view point position alternatively to said second view point position corresponding to a judgement result by said distance judging device.

18.   (New) A game system according to claim 1, wherein the position determining device is arranged to situate the second view point position aslant and to a side of the object such that the side of the object is viewed on the game screen.

19.   (New) A computer readable recording medium according to claim 8, wherein the position determining device is arranged to situate the second view point position aslant and to a side of the object such that the side of the object is viewed on the game screen.

20.   (New) A method according to claim 15, further comprising the step of determining the second view point position as a position aslant and to a side of the object such that the side of the object is viewed on the game screen.